



**Design Document for:**

# **LittleBigPlanet**

**P.O.P.P.E.T.**

**Possibly The most Creative Menu in the Universe.**

Last updated 19<sup>th</sup> May 2007

## Poppet Interface - General Overview.(1/2)



Player decides that it's time to make an artistic statement, this is a job for Poppet!



Player presses menu button (select?), he opens his body zip, and Poppet appears in the form of a projected image.



Player uses D-Pad to navigate menu, item is highlighted to show you can select it.



Player presses X button to select item in menu, it gets circled, to show it has been selected.



Menu item selected moves to top left, as reminder of previous menu, player can select new item, or press triangle to return to previous menu.



Player has chosen to paint - the scroll bars on the side of the menu indicate that player can scroll to view more colours using D-Pad.

## Poppet Interface - General Overview.(2/2)



Player has chosen item (in this case, a colour to paint with), so the menu disappears, and player can now use the thing he selected.



Player presses menu button again, Poppet remembers where it was, so player can now choose a new colour quickly and easily.



In multiplayer situations, players can bring up their own Poppet independently of each other.



Multiple menus can be displayed (one for each player) - they never overlap - when players are close to each other, menus magically find space.



One player carries on painting, while other decides that a splash of red is needed.....



and there you have it, a communal masterpiece!

## Poppet Interface - Costumes



For those that feel the need to have their finger on the pulse when it comes to fashion.....



a couple of swift moves on the pad will take you to your personal clothing stash...



Navigate your costume palette with D-pad, pressing X to put item on, selecting same item again will take it off.



All items of clothing automatically appear on the character in the right place...



Some items can not co-exist; for example, choosing this funky hair style automatically loses the helmet.



Watch out ladies, here I come!

## Poppet Interface - Placing Objects



Time to put some more interesting objects in this scene...



A few swift moves, and we can see what exciting objects we have collected so far...



Navigate the object palette with D-pad, pressing X will select object, and go into object placement mode.



In object placement mode, player moves object as a physical entity, left stick controls x and y movement, right stick controls z(in and out)



The object can collide with objects in the world, which could make for some interesting game play...



Hey presto, much more exciting now!

## Puppet Interface - Creating Shapes(1/3)



Time to make some unique shapes, using the materials we have collected...



A few swift moves, and we gain access to our materials palette...



Navigate the materials palette using the D-Pad as usual - the number under each material shows us how much we have to play with.



After pressing X button, player is presented with the shapes palette. Navigate and select shape nearest to one you want.



We are now presented with an isometric version of the shape. Player can press X to go into place mode, or change it's dimensions...



Using up and down on left stick changes the thickness of the shape. The number in the middle shows us how much it costs to make.

### Puppet Interface - Creating Shapes(2/3)



Left and right on left stick changes scale of shape uniformly...



Using right stick, up and down effects vertical scale, left and right effects horizontal scale.(Non uniform scaling)



Clicking on left stick puts us into edit points mode. Using left stick, we move white cursor around perimeter of shape...



Pressing X on an existing point will allow us to move it around using left stick, press X to set it's new position. Circle button deletes a point.



Pressing X where there is no existing point will add a new one, and put us into move point mode. (see previous frame).



Pressing left stick at any time will bring us out of edit points mode.

### Poppet Interface - Creating Shapes(3/3)



When happy with the shape, we can press X to see it fill up with chosen material...



...and go into object placement mode - the shape is now physical in the world, and can be placed wherever physically possible.



If player presses menu button again, Poppet remembers where it was, so player can create the same shape again instantly...



...or modify in some way.



Pressing X, and we instantly back into object placement mode.



Doesn't take long to brighten up the place!

### Poppet Interface - Editing Shapes(1/3)



Time to change that shape I just made....



a couple of swift moves on the pad will take you into edit world mode...



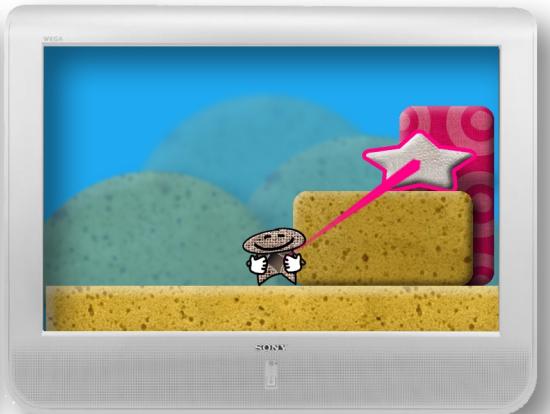
...and we are presented with Poppet's 'select an object to edit' thingy.



Move it over an object and it highlights to show you can select it...



Although pointer control is 2 dimensional, you can select objects on background by simply moving in front of them.



To select the shape you want to edit, move over it, and press 'X'.

### Poppet Interface - Editing Shapes(2/3)



We now enter the 'create shape' process, at the last stage, ie ; positioning it, so we can re-position it....



... or press the 'back' button to go back a step in the usual create shape process..



... so we can change the shape and size.  
Pressing 'X' button will take us forward a step...



... or we can press the 'Select' button to leave poppet in the stage we are at, thus leaving the shape to fall where it is.



We can press 'Select' to bring back Poppet, which remembers the mode it was in ie; edit world, so we can quickly select another shape to edit...



Once we select shape, we go the same stage of the 'create shape' process that we were in last time we edited a shape ie; changing it's shape and size.

### Puppet Interface - Editing Shapes(3/3)



So we can alter it's dimensions quickly, or maybe go back another step in the create shape process...



...and choose a new material type from our materials palette...



...the material changes real time on the object as we move around the palette, but only if you have enough of that resource.



Press select to close Poppet and leave editing mode.



Press select again to bring back Poppet, which remembers it was in edit world mode...



Select a shape, and it remembers the stage we were in ie; change material. So now we can quickly change materials in the world. Etc etc.